
Title: Juo'nar's History

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Juo'nar's History Revealed -----

The evil warrior Juo'nar has been a thorn in the side of Trinsic for some time now, but many of Britannia's citizens aren't aware of who this vile fiend really is. After speaking with many of the people who knew him in Trinsic, and worked side by side with the man in the Paladin's guild, we have uncovered some insight into this foul villain, and feel that it's necessary for all of Britannia to share in this information.

His beginnings were simple enough, the only son of a noble family, he was brought up in the ways of the virtues. At the age of fifteen he joined the Paladin's guild of Trinsic, and within a few years he'd moved his way up the political ladder and taken control of the guilds treasury. Along with this task he also became responsible for the inventory of the guild's store house of weapons and equipment.

But, after the death of Lord Hartham, an investigation uncovered that Juo'nar had in fact been embezzling both funds and equipment from the Paladin's guild for some time. When this

information became public,
Juo'nar was expelled
from the Paladin's guild,
and soon after found
himself blackballed by all
the merchants of the
city of Trinsic. Days
later, with a mob of
angered citizens on his
heels, he fled the city
for good. He vowed
publicly to those following
him that they would one
day kneel before him.

Not long after this he
showed up once again,
this time apparently with
a force of orcs and
lizardmen, and launched an
attack on the walled city.
This seems to have been
a diversion, however, as
Juo'nar's true intent
appears to have been the
theft of an item of
some importance. The
item in question is a
necklace, though none can
say exactly what it's
significance is, or why
Juo'nar was bent on
retrieving it for himself.

In acquiring the necklace,
Juo'nar was forced to
kill three of the highest
prefects of an order of
peaceful monks, who were
meditating near the shrine
of Spirituality. The
necklace was taken from
the ground a few feet
from where the monks
were found dead, and
some speculate that the
monks were indeed imbuing
the item with magical
properties, although this
information may or may
not turn out to be true.
The grisly murders serve
as a reminder that
Juo'nar is not to be
trusted, and if anyone
has information regarding
his whereabouts it should
be reported immediately

to the guards in Trinsic.

The city guard warn that
citizens who come in
contact with Juo' nar
should flee immediately as
he is a highly trained
warrior, and is not likely
to think twice about
killing even the most
peaceful of citizens, as
he proved by butchering
the monks at the shrine.
What is this necklace
who's lure was so great
it brought down a once
noble citizen of Trinsic?
Only time will tell.

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